

ABSTRACT

A dispensing system (200) for chewable pet toys (100) contains multiple toys and dispenses them at intervals determined by one or more modes of operation. A display (220) and keypad (400) are used to enter programming data into the memory of a microprocessor (315). When the system is in operation, the display indicates progress through the program, the mode of operation whether MANUAL, RANDOM, or BMOD (behavior modification), the time elapsed, and the number of toys remaining. At various times, sounds emanate from a loudspeaker (320), vibration emanates from a vibrator (328), light emanates from a light source (325), and odor emanates from an odor generator (327). Toys are dispensed down a ramp (225), at predetermined times, or at predetermined times modified by random numbers. Predetermined dispensations permit modification of the pet's behavior (BMOD). Random variations on a predetermined schedule of dispensations (RANDOM) prevent the pet from memorizing a schedule. Multiple, simultaneous dispensations or jackpots reward the pet and maintain the pet's level of interest in the dispensing system. The various stimuli along with the dispensing-time modes prevent habituation and keep the pet interested, contented, and stimulated.